ABSTRACT OF THE DISCLOSURE

A hidden line processing method includes the steps of obtaining the maximum value PZ_{max} of the Z-axis direction

5 component of each vertex in a viewpoint coordinate system for each of the plurality of polygons; sorting the plurality of polygons in a descending order based on the obtained maximum values PZ_{max}; obtaining a value LZ_{min} that is the smaller of the Z-axis direction components in the viewpoint

10 coordinate system of two end points of an arbitrary line obtained from the plurality of polygons; and comparing the maximum value PZ_{max} of the Z-axis direction component of the plurality of polygons with the value LZ_{min} that is the smaller of the above obtained Z-axis direction

15 components of the arbitrary line, in the sorted order, wherein at the time when $LZ_{min} \geqq PZ_{max}$, determination of whether or not the lines are hidden lines is avoided for polygons subsequent to the plurality of polygons sorted.